

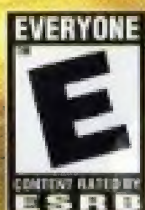
Brunswick Circuit Pro Bowling

NUS-NOWE-USA

# Brunswick® CIRCUIT PRO BOWLING™

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Instruction Booklet

NINTENDO 64



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NINTENDO 64





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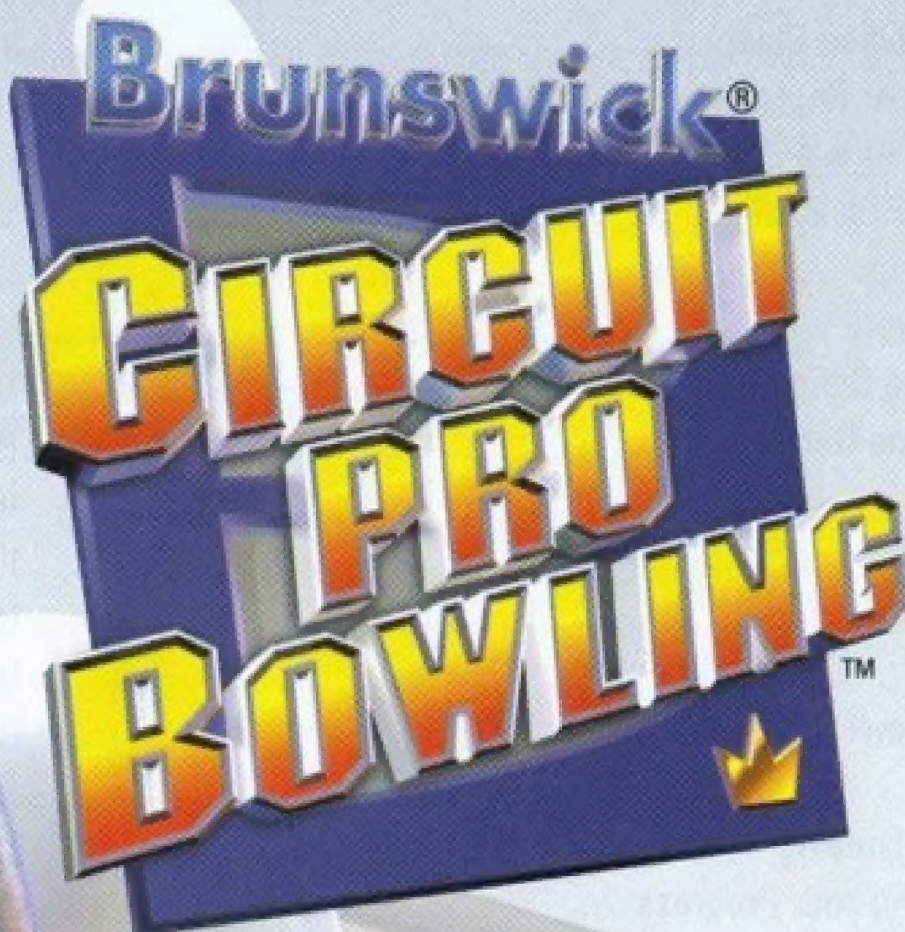




# Challenge the Pros

The most realistic bowling simulation ever comes to your home on the Nintendo® 64 game console! Compete in a friendly Exhibition game, practice your spares in the Practice Mode, then hit the lanes to compete against the best pros on the circuit in the Tournament Mode.

From casual weekend fun to playing for the big money in a high-stakes Skins Game, any way you play, **Brunswick Circuit Pro Bowling** adds up to a championship bowling experience!

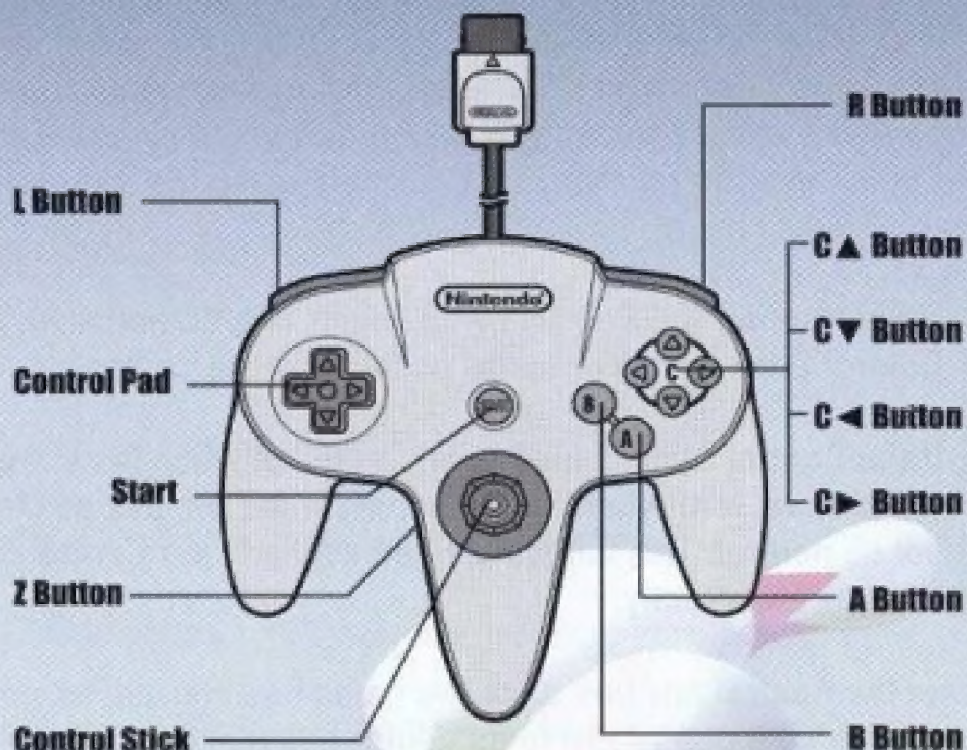


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# Controls



## Bowling Action

Select Ball .....	C ▲ Button or C ▼ Button
Step Left/Right .....	L Button/R Button
Aim Left/Right .....	Control Stick ◀/▶
Hook Right .....	C ◀ Button
Hook Left .....	C ▶ Button
Begin Approach .....	A Button
Set Power Meter .....	A Button
Set Accuracy Meter ...	A Button
Pause Game .....	START

## Practice Mode

Select Pin .....	+Control Pad
Add/Remove Pins .....	A Button
Reset Pins .....	C ◀ Button





# The Nintendo Controller

## Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional +Control Pad.



When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom picture, left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center<sup>SM</sup>.

## Holding the Nintendo 64 Controller

We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb.

Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.



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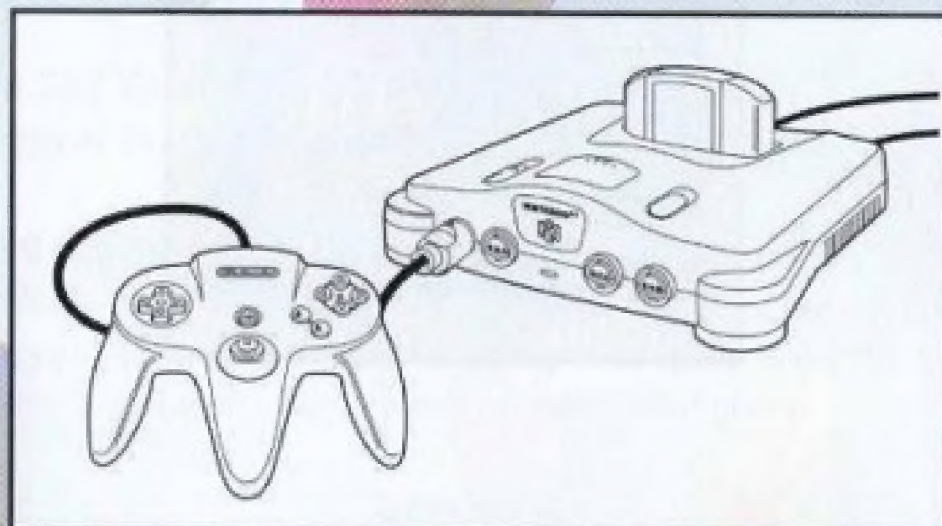
## Connecting the Nintendo 64 Controller

**Brunswick Circuit Pro Bowling** is for one to six players. You may use 1-4 controllers during gameplay for all players.

## Selecting Controllers

1. Before turning on the game, insert 1-4 controllers into controller sockets 1-4.
2. Proceed to the bowler registry screen.
3. Add up to six players to the bowler registry.
4. Select "Controllers" on the bowler registry screen.
5. Highlight any of the player names. When a player's name is highlighted, press the A Button to assign that controller to that particular player. This can be done for any of the six human players in the bowler registry.

During gameplay, a player can pause the game and select "Controllers" from the Pause Menu, then re-execute step 4 and 5 (above) to reassign controllers.





# Main Menu

Press Start on the Title Screen to advance to the Main Menu. From the Main Menu, you can start a new game, load a previously saved game, or adjust the options to fully customize your game.

## New Game

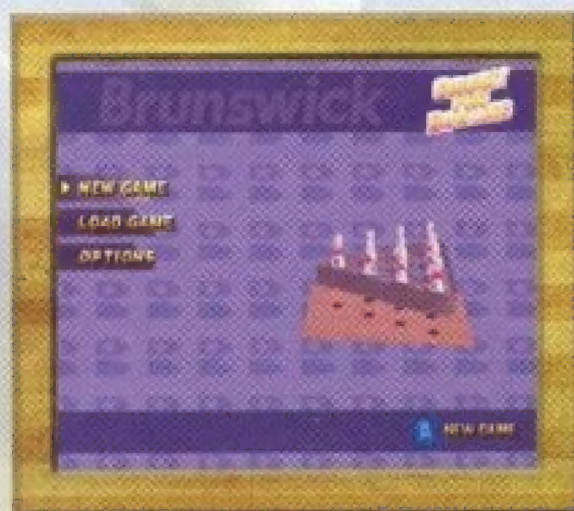
Highlight NEW GAME and press the A Button to begin a new game from the beginning. (See the sections on different game modes in this manual for more information.)

## Load Game

Highlight LOAD GAME and press the A Button to pick up a saved tournament or career where you left off. Select a Controller Pak® to load from and press the A Button. Finally, select the name of the game to resume and press the A Button to load the game.

## Options

Select OPTIONS to adjust the sound and video settings, to change the controls, to delete saved games from the Controller Pak®, or to view the credits.



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# Options Menu



From the Options Menu, you can completely customize Brunswick Circuit Pro Bowling to your liking. Highlight an option and press the A Button to change the settings. While adjusting the settings, use the +Control Pad  $\uparrow/\downarrow$  to highlight an option, then press  $\leftarrow/\rightarrow$  to change the setting. Press the B Button to return to the Options Menu at any time.

## Sound Adjust

### Sound Mode

Toggle STEREO/MONO.

### Interface Music Volume

Press  $\leftarrow/\rightarrow$  to increase or decrease the Game Menu music volume.

### Interface SFX Volume

Press  $\leftarrow/\rightarrow$  to adjust the Game Menu sound effects volume.

### Game Music Volume

Increase or decrease the in-game music.

### Game SFX Volume

Increase or decrease the in-game sound effects volume.

## Video Adjust

- Cameras – Choose between Stationary, Moving, or Random. A Moving camera will move with the bowler to follow the action, whereas a Stationary camera will remain in one place.





## Control Set

### Setup A

This is the default setting, as detailed in "Controls" on pages 4-5.

### Setup B

This allows you to increase or decrease the hook of the ball using the Control Pad.

### Setup C

If you are more comfortable using the Control Stick for the majority of the button commands, choose Setup C.

## Delete Saved Game

To delete a save, highlight the Controller Pak you want to delete a game from and press the A Button. Select the game to be deleted and press the A Button, then select DELETE and press the A Button again.

## Delete Saved Bowler

To delete a created bowler, highlight the Controller Pak you want to delete from and press the A Button. Select the bowler to be deleted and press the A Button, then select DELETE and press the A Button again.

## View Credits

See a list of people who brought you *Brunswick Circuit Pro Bowling*.





# Exhibition

Play a single game against the computer or a friend. To start, highlight EXHIBITION on the Select Game Type screen and press the A Button.

## Exhibition Setup

- Press the +Control Pad ←/ → on the Select Match Location screen to review the 15 bowling centers that are available to bowl on. Note that the oil pattern changes with each lane, which ultimately affects the spin on your ball.
- The blue areas on a lane diagram show the oil pattern. Dark blue represents a thick layer of oil, while the lighter blue area has less oil.
- The oil will spread over the lane as you progress through a game.
- As the lane quality degrades, you must learn to change your shots to compensate for the different ball performance.
- Press the A Button to continue to the Bowler Registry screen.
- Once all the bowlers have been chosen, select BOWL! and press the A Button to begin.



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## Bowler Registry

The Bowler Registry is where you decide how many players will compete in a game. You can add up to six players, ranging from Brunswick ProStaff™ Bowlers to your own created bowlers. Also, each player can be either Human-controlled or CPU-controlled.

### Add Player

Add a player to the registry. Once selected, you can create a bowler, add a Pro or previously saved bowler, or add a CPU-controlled opponent.

### Edit Player

Change attributes for any of your created bowlers.

### Delete Player

Delete one player from the registry.

### Clear Registry

Remove all the players from the registry to begin again.

### Controllers

Decide which controller each player will use. All Human-controlled players can use the same controller, or can use up to four controllers between them.

### Bowl!

Exit the Bowler Registry and begin play.



## Selecting a Bowler type

Before beginning a game, select ADD PLAYER to choose the bowler you would like to use. Choose from any of the featured Brunswick ProStaff™ bowlers, or create a whole new competitor.



## Create Bowler

Build a custom bowler from the ground up! Not only can you change the appearance of the bowler, but also his handedness and skill level. Use the Control Pad to highlight an option, then press **←/→** to choose a setting.

- **Name** – To change the default name, press the **C ►** Button, then use the Control Pad to highlight a letter and press the **A** Button to select it. Press the **C ◀** Button to delete a letter. When finished, press the **C ►** Button to confirm your name and return to the Bowler Creation screen.
- **Difficulty** – Use the Control Pad to toggle between **ROOKIE**, **AMATEUR**, and **PRO**.
- **Handedness** – Toggle between **RIGHT** and **LEFT** handed.
- **Face** – Choose between five different faces.
- **Build** – This changes the size of your bowler. Toggle between **SMALL**, **MEDIUM**, and **LARGE**.
- **Hair Color** – Toggle **BLONDE/BLACK/RED/BROWN**.
- **Shave** – Toggle **BEARD/CLEAN/GOATEE/MUSTACHE**.
- **Skin Color** – Choose between four different skin colors.



- **Shirt** – Change the color of your bowler's shirt.
- **Pants** – Toggle the color of your bowler's pants.
- **Glasses** – Decide what kind of glasses your bowler will wear, if any.

### Load Bowler

Load a previously created bowler from a Controller Pak.

- Highlight the Controller Pak you would like to load from and press the A Button.
- Select the bowler from the Controller Pak roster screen and press the A Button. The player will now appear on the Registered Bowler list.

### Use Brunswick Pro

Choose to play as any of the Brunswick ProStaff™ bowlers. Move the Control Pad ↑/↓ to highlight a pro, then press the A Button to confirm.

### Add CPU Bowler

Choose a Brunswick ProStaff™ bowler to compete against. Move the Control Pad ←/→ to highlight a pro. Press the A Button to add the CPU-controlled opponent to the Registered Bowler list.



# Roll your first ball!

In *Brunswick Circuit Pro Bowling*, two factors will affect your ability to get a perfect strike every time – the setup and the delivery.

## Setup

Position your bowler, line up the shot with the lane arrows, and adjust the spin on the ball before taking a shot.

- Change the selected ball by pressing either the C ▲ Button or the C ▼ Button.
- Use the L Button and R Button to step left or right on the lane, lining up your bowler for the shot.
- Now aim the ball using the +Control Pad ◀/▶. A right-handed bowler wants to hit the pocket between the 1 and 3 pins. Left-handers throw the ball from the left, hitting the pocket between the 1 and 2 pins.
- Increase or decrease the hook of the ball by pressing the C ◀ Button or the C ▶ Button. Right-handers hook the ball to the left, while left-handers hook the ball to the right.



## Delivery

Once the bowler is set up to take his shot, you can begin the approach and delivery. Power and Accuracy meters will appear on the screen as you begin the approach. In order to hit the perfect shot, you need to stop each meter in the middle of the green area.





- Press the A Button to start the approach.
- The Power and Accuracy meters will appear, with the bars moving quickly. The Power meter fills up first, then the Accuracy meter.
- Press the A Button to set the Power meter. The closer you get to the center of the green bar, the closer you are to the exact power needed to make the shot. If you use less power, the hook of the ball will be exaggerated. If you use too much power, the ball will have too much speed and will not hook as much.
- Press the A Button again to set the Accuracy meter. The closer you get to the center of the green bar, the more accurate your shot will be. If you set the accuracy to the right of the green area, the ball will veer to the right of the lane. With the meter set to the left of the green area, the ball will veer towards the left of the lane.

### Difficulty

You can see the difference in difficulty levels while preparing to roll the ball down the lane. The ball's path, on the Setup display, will show the entire path of the ball, including the hook, when the difficulty is set to ROOKIE. The line showing the path of the ball shortens when difficulty is set to AMATEUR. The line will be very short when difficulty is set to PRO, making the game more difficult since you will be unable to view the entire path of the ball.

The game difficulty depends on the bowler you choose to play as. If you choose to play as one of the Brunswick Pro Staff bowlers, the difficulty is automatically set to PRO. When creating or editing a created player, adjust the Difficulty option to ROOKIE, AMATEUR, or PRO.



# Pausing the Game

Press START to pause the game and view the available options. Highlight an option and press the A Button to confirm.

## Continue

Return to the game.

## View Replay

Watch a replay of the last ball rolled.

- |                          |                       |
|--------------------------|-----------------------|
| Play .....               | C ► Button            |
| Pause .....              | C ◀ Button            |
| Rewind .....             | L Button              |
| Fast Forward .....       | R Button              |
| Rewind to beginning .... | A Button              |
| Slow motion .....        | +Control Pad →        |
| Slow motion backup ....  | +Control Pad ←        |
| Camera change .....      | C ▲ Button/C ▼ Button |
| Exit .....               | B Button              |



## Practice Setup

Change the pin configuration (Practice Mode only).

## Reset Oil

Reset the oil pattern to its original condition (Practice Mode only).

## View Score

See the score card for all bowlers.

## View Career Stats

See your player's current statistics.

## Game Options

Display and use the Options Menu. See page 7 for more information.

## Controllers

Change the selected controller for each bowler.

## Save Game

Save the game in progress. See page 23 for more information.

## Exit Game

Return to the Main Menu.



# Scoring

A bowling game consists of 10 frames. In each frame, the bowler is allowed two tries to knock down all 10 pins. If all the pins are knocked down on the first try, it's a strike and the frame is over. If all the pins are knocked down on the second try, it's considered a spare and the frame is over. If the bowler is not able to knock down all the pins, it is an open frame.

## Open Frame

Each pin is worth one point.

## Spare

10 points plus the next ball thrown. If a spare is thrown in the 10th frame, you get one extra ball to finish the scoring.

## Strike

10 points plus the next **two** balls thrown. If a strike is thrown in the 10th frame, you get two extra throws to finish the scoring.

Scoring is automatic in ***Brunswick Circuit Pro Bowling***. Your score display appears on the play screen, with your score added automatically after each ball rolled. In addition to scores, the Score Pad displays other key information, depending on the type of match being played:

## Skins Game

Shows information on the skins earned, the value of each frame, and total money earned.

## Tournament Game

Shows how many **points** each player is behind the leader.

## Splits

Splits are highlighted in yellow.



# Skins Game

Two or more players compete in a Skins Game for cash. The players bowl through 12 frames, with each frame assigned a monetary value. The value of the frames increase as you play. The player to win the most money after 12 frames wins the Skins Game.

In order to win cash, you must win the skin for that specific frame. To win a skin, you must bowl two strikes in a frame. If your opponent is unable to bowl two strikes, you will be awarded the skin and money.

If your opponent also rolls two strikes, the skin carries over to the next frame, which increases the money value. If nobody rolls two strikes, the skin is carried over to the next frame. Theoretically, all 12 skins could ride on the 12th frame. If no one wins the 12th frame, the game goes into sudden death. The letters SD appear in the 13th frame. Now one strike will take the remaining skin, as long as the opponent doesn't score a strike as well.





# Tournament

Play through an entire Brunswick Circuit tournament to get a feeling of what the Brunswick Pro Staff bowlers go through. While setting up the tournament, the following options are available:

## Tourney

Select one of the nine tournament events.

## Format

Set up a Full Tournament. If you so choose, you may skip the Qualifying rounds and head straight to Matchplay. You may also choose to skip Matchplay in order to participate in the qualifying rounds followed directly by TV Finals, score permitting.

## Qualifying Games

Toggle the amount of qualifying games from 3 to 18 games.

## Total Qualifiers

Select from 6 to 24 finalists.





## Career

Bowl the entire pro circuit throughout the United States, then bowl around the world from Germany's Munich to Seoul, Korea. Play as one of the Brunswick ProStaff™ bowlers or create your own bowler, then hit the circuit trail.

### Tourney Setup

As in the Tournament mode, you can choose the format, number of qualifying games, and how many bowlers will qualify for the final round.

### Edit Player

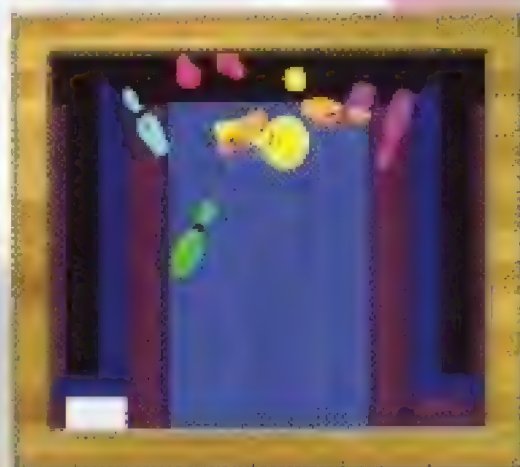
Edit your created bowler's features and attributes.

### Bowl!

Head straight to the Pro Circuit.



## Cosmic Bowl



Play a single game against the computer or a friend at midnight, complete with black lights, strange music, and glow-in-the-dark balls. To start, highlight COSMIC BOWL on the Select Game Type screen and press the A Button. See "Exhibition" on page 9 for setup information.



# Practice

Refine your technique without the pressure of Tournament competition in the Practice mode. Use the Practice mode to work on your strikes, to improve your spares, or to knock down a specific split.

You can practice by yourself, or compete against a CPU- or Human-controlled opponent. As you practice, the game will keep track of how many times you and your opponents complete a shot until a new pin set has been set up.

## Using the Pin Setter

Use the Pin Setter to configure the pins any way you want, so you can practice that difficult spare over and over again.

- Highlight a pin . . . . . +Control Pad
- Toggle a pin in the pin set . . . . . A Button
- Reset the pin set . . . . . C ◀ Button
- Exit Pin Setter and begin bowling . . . B Button



# Saving and Loading

## Saving Your Progress

You can save your progress at any time during a Tournament or Career game. You should always save after completing a match (the game saves up to your last finished match).

1. Press START to display the Pause Menu.
2. Select SAVE GAME and press the A Button.
3. After the game is saved, press START to return to the game.

## Loading a Saved Game

You can load a saved Tournament or Career game and resume play from the last match you completed. If you saved during a match and before its completion, you must play that match over.

1. On the Main Menu, select LOAD GAME.
2. Highlight the game you want to continue and press the A Button.



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# Brunswick Balls

**Brunswick Circuit Pro Bowling** features six popular Brunswick bowling balls, each with different performance characteristics. Choose your ball and change it at any time, depending on the pin situation.

## Zone Defense™ with PowrXtend™ Reactive

The best offense is a killer defense. With PowrXtend, winning is everything.

Hook	18.5 – 10.5 (dull/shiny)
Length	4
Backend	11
Center/Cover Heavy	3.5
Track Flare	9.2

## Danger Zone™ with PowrKoil™ 18 Reactive

Safe is sorry. Live dangerously with unstoppable hooking action.

Hook	18.5 – 10.5 (dull/shiny)
Length	2
Backend	11
Center/Cover Heavy	2.5
Track Flare	9.2

## Speed Zone™ with ArrowD™ Reactive

Aerodynamic action at the start. Unbelievable cornering at the finish line.

Hook	18.5 – 10.5 (dull/shiny)
Length	2.5
Backend	10+
Center/Cover Heavy	2.7
Track Flare	9.2

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## Speed Zone – Speed Demon™ with ArrowDF™ ArrowDynamic Dfiance

Radar clocks this one with great length on the front end; explosive backend reaction.

Hook	18.5 – 10.5 (dull/shiny)
Length	4
Backend	10+
Center/Cover Heavy	2.1
Track Flare	10

## Quantum Jade™ with AXIOM Proactive Urethane™

Axiom Proactive urethane coverstock hugs the lane with a traction effect. The best contact you'll get in the presence of oil.

Hook	22 – 13 (dull/shiny)
Length	1
Backend	1.5
Center/Cover Heavy	2.75
Track Flare	9.3

## Quantum Raven™ with AXIOM Proactive Urethane™

The most powerful quantum delivers smoothest reaction through the front; strongest backend reaction of any ball.

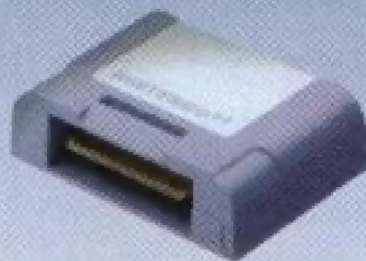
Hook	10 – 11 (dull/shiny)
Length	3
Backend	10.5
Center/Cover Heavy	3.5
Track Flare	9.2





## Controller Pak®

**Brunswick Circuit Pro Bowling** is compatible with the Controller Pak accessory. Before using the Controller Pak, read its instruction booklet carefully. **Brunswick Circuit Pro Bowling** supports "hot" insertion of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please turn the Control Deck OFF before doing so.



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